

Additional Credits

Additional Programming

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Additional Text and Layout

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Theme Song

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Original Music

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PLANET'S EDGE™

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Installation Instructions and Reference Guide

IBM and Compatibles

- ❖ You must have 4,200,000 bytes free on your hard drive and 542,000 bytes of free memory to play Planet's Edge.
- ❖ Insert Planet's Edge Disk #1 into your computer's floppy drive.
- ❖ Type the letter of the drive and a colon (i.e. A: or B:), then press Enter.
- ❖ Type INSTALL, then press Enter.
- ❖ The Install Program will choose a configuration and ask if you wish to use the current selections. If the selections match your computer system, press Y. If you wish to change the selections, press N.
- ❖ If you pressed N, the Select Vii Mode window will appear. Type the number that corresponds to the video system in your computer. (An asterisk appears next to options the Install program detects. This does not necessarily mean your computer is equipped with these options.)
- ❖ Next, the Select Sound Support window will appear. Type the letter that corresponds to the sound card in your computer (Select PC Speaker if you have no sound card installed).
- ❖ If a mouse is detected, you will be asked whether you would like to use it.
- ❖ You have the option of having the sound turned off when you start up Planet's Edge. You can turn the music on after the program is loaded by pressing Alt-M. Sound effects can be turned on with Alt-S.
- ❖ The Install program will ask for a path name. You may use the default (C:\PE) by pressing Enter, or create your own.
- ❖ The Install program will ask again if you wish to use the current configuration. Type Y if the current settings match your computer's configuration.
- ❖ The Install program will begin installing Planet's Edge to your hard drive. When ready, it will ask for the next disk.
- ❖ If there are any errors, the Install program will report them. If you have any problems installing Planet's Edge, contact our Technical Support at (818) 999.0607 from 9am - 12 noon and from 2pm - 5pm Mon - Fri PST.
- ❖ When installation is complete, the program will exit into the subdirectory in which planet's Edge was installed. Type PE to begin playing.
- ❖ Planet's Edge requires that you do not have your CAPS LOCK key activated.
- ❖ If for any reason you wish to change the settings or start a new game, type INSTALL from the Planet's Edge directory on your hard drive. This will allow you to change the video mode and sound support, and will give you the option of restarting the current game. It will not affect any of your saved games.

Navigating the Menu

There are four ways of selecting options in the **various** windows in Planet's Edge.

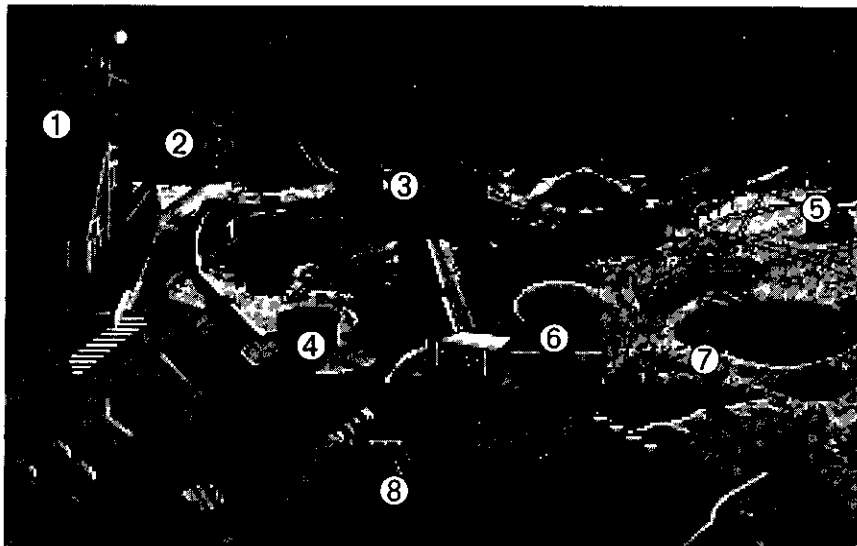
- ❖ Click the mouse pointer on the name or icon of the option you desire,
- ❖ Type the first letter of the option from the keyboard, then press **Enter**.
- ❖ If there is an option that is highlighted, press Enter or click Select to select that option. Use the arrow keys to move the highlight to other options.
- ❖ If there is a number to the left of an **option** or item, press that number on the keyboard, or click the mouse pointer on the item's name.

For options requiring a Yes/No answer, press Y or Left **Mouse** button for yes, **N** or **Right Mouse button** for no.

Most windows can be exited by pressing the **Escape** key.

Moonbase

After the introduction sequence (which can be skipped by pressing **Escape**) Mason Polk, Commander of Moonbase will give you a mission briefing, after which you will start at Moonbase. The eight areas of the Moonbase are:



The Moonbase ?

- | | |
|-----------------|----------------|
| ① Shipyards | ⑤ Research Lab |
| ② Launching Pad | ⑥ Save Game |
| ③ Warehouse | ⑦ Load Game |
| ④ Crew Quarters | ⑧ Quit to DOS |

The **Shipyards**. This is where you outfit your ship(s) for interstellar travel. When you enter the Shipyards, any cargo you have aboard is off-loaded, in order to make it easier to work on your ship.

← or → **Left or Right arrows cycle between the** different weapons and engines that can be put on your ship.

↑ or ↓ **Up or Down arrows cycle through the different** sires for each item.

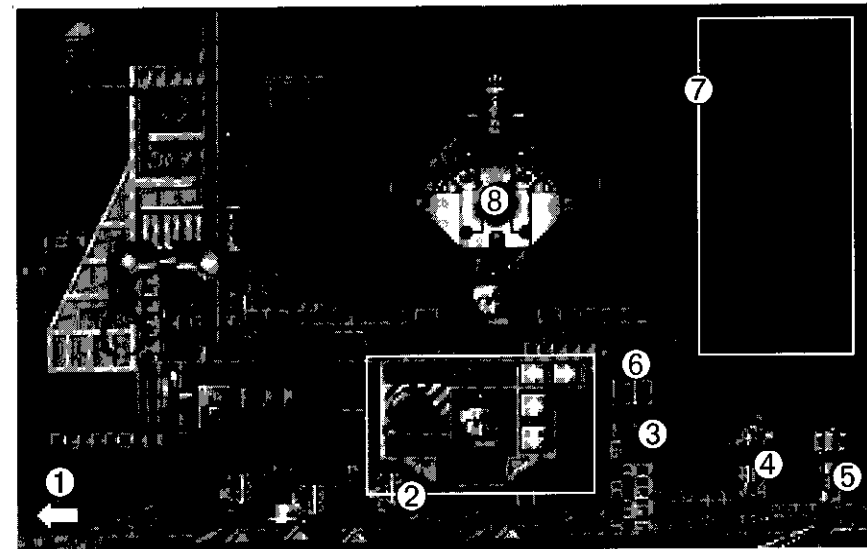
← Clicking the large red button or pressing **Enter** installs the part in the window on your ship.



Select and install

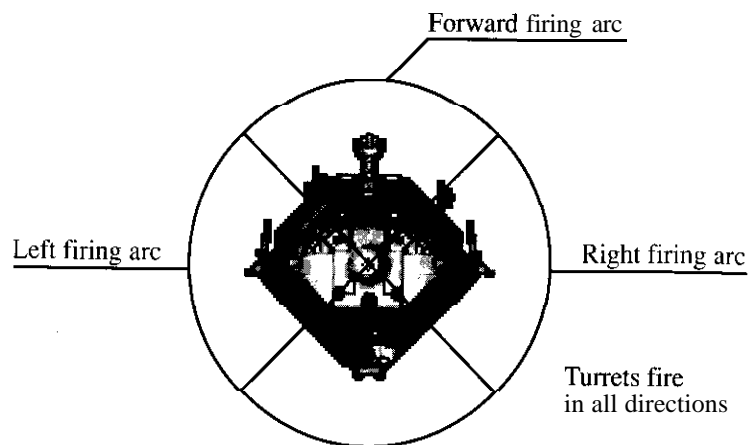
The numbers below the parts window indicates the amount of space a given part will take on your ship. If the numbers are green it indicates that there is enough available space on your ship for that part. Because the number of control computers needed to run your ship increases exponentially for every part you put on your ship, every part will be larger than the previous. The numbers turn red when you do not have any space available for that part.

E Clicking on an engine or pressing **E** removes **one** of the currently installed engines.



The Shipyards

- | | |
|--|--------------------------|
| ① Return to Moonbase | ⑤ Storage Yard C |
| ② Select and install ships engines and weapons | ⑥ Scrap current ship |
| ③ Storage Yard A | ⑦ Ship's statistics area |
| ④ Storage Yard B | ⑧ Ship |



1-0 The number keys (from **1** to **0**) correspond with your ship's weapons and weapon mounts. Clicking on a weapon or pressing a corresponding number will remove it from your ship.

R,L,F,T All mounts on all ship types can handle a forward facing weapon, while certain ships will have mounts for left or right facing weapons, or even a turret. Pressing **R** gives your weapon a right facing mount, while pressing **L** turns it left. **F** will point the weapon forward, and **T** will turn it into a turreted weapon, if your ship has these capabilities. A turret takes up four times the space of nomad weapons. All weapons have a firing arc of 90°. with the exception of turrets, which are capable of firing through 360°.

A,B,C There are three ship Storage Yards. You can cycle through them by pressing **A**, **B**, or **C** or by clicking on the specific area. When you build a ship in the Warehouse it gets stored here. Clicking on a stored ship exchanges the stored ship for your current ship. It might be a good idea to keep a couple of different ship configurations here. Since there is a trade off between weapons capability and cargo capacity, having two specialized ships (one for transporting cargo, the other for fighting) might be a good idea.

S The ship's scrap area is accessed by pressing **S** or by clicking on the wrecking crane. This is where you can scrap the current ship in order to build another, should all the Storage Yards be filled. Scrapped hulls cannot be salvaged to replenish raw materials because of the effects of faster-than-light travel on the structure of a ship. However, weapons and engines can be removed and refurbished for use on another ship. **All weapons and engines are destroyed if they are still on a ship when it is scrapped!**

N Pressing **N** allows you to recommission a ship with a different name.

Basic Ship Information

This is the name of your ship, the hull size, and the mass. Size 1 is the smallest hull size. It has a maximum capacity of 10 units of cargo or equipment. In this picture one-half of its mass limit is used.

Engine Information

This is your vessel's top speed, acceleration speed, turn mode, and computer status. Installing larger engines on your ship will raise your top speed: Average size is the determining factor. Adding more engines improves your turning ability. Acceleration is a ratio of the combined thrust of your engines to the size of your ship. However, the number of Navigation Computers necessary for your ship increases exponentially with the number of engines you install.

Weapons Information

Some ships have as many as ten mounts available for weapons. Hull size 1 only has room for 2 weapons. The same constraints for engines and Navigation Computers apply to weapons and Targeting Computers.

Weapons

All ship's weapons can be placed into four basic categories: cannons, lasers, missiles, and bolts. The maximum range for any weapon is 8. The odds of hitting with any shipboard weapon except missiles is dependent on the skill of your crewmembers (See Crew Quarters). Because William's primary skills are in this area, he fires the weapons. If he dies the crewmember that has the next highest ship's weapons skill will fire. Range to target is also a factor with Cannons and Bolts.

Cannons Cannons are simple projectile weapons and do the least amount of damage of the four weapon types. They only do half as much damage as an equivalent sized laser. However, they have the advantage of recycling and reloading the fastest of all weapons. The cannon is the smallest weapon, it does 1 point of damage. The slightly larger mass driver would do 2 points of damage. Each unit of range lowers the chance to hit by 5%.

Lasers These multi-Megawatt coherent light weapons work in the same fashion as personal laser weapons. Because of the time needed to charge the capacitors that power these weapons, they fire only half as fast as the cannon weapons. Lasers are also the only weapons that lose significant power as the range to target increases. A basic laser does 2 points of damage at range 1. The larger X-ray laser does 4 points of damage at range 2 and 2 points at range 1.

```

ULYSSES
HULL: SIZE 1
MASS: 5/10
  
```

```

TOP SPEED: 4
ACCEL      : 166
TURN MODE: 7
NAV COMP  : 1- 1
  
```

```

TAR COMP  : 1- 1
X-RAY BEAMF
2-5-5-5-5-5-5-5-5-5
2-5-5-5-5-5-5-5-5-5
2-5-5-5-5-5-5-5-5-5
2-5-5-5-5-5-5-5-5-5
2-5-5-5-5-5-5-5-5-5
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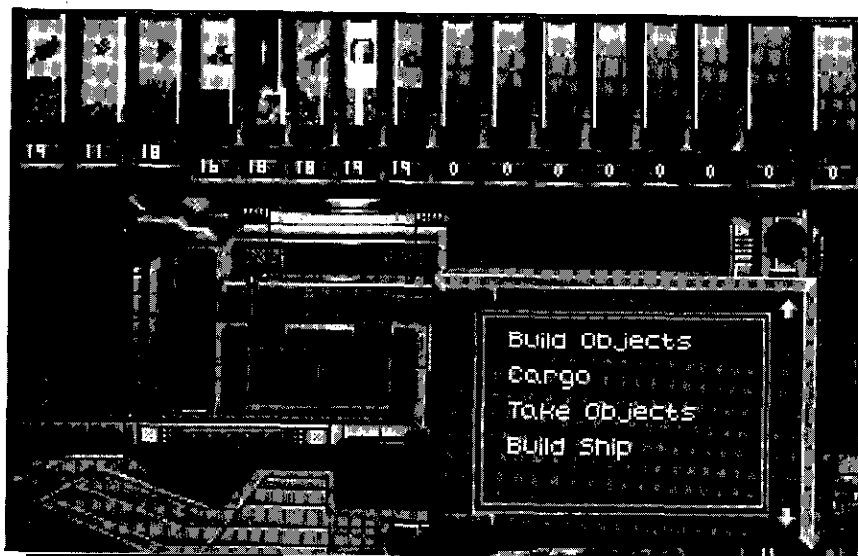
Missiles Missiles are dumb point-and-shoot weapons. The small ones are unguided and bear a closer relationship to torpedoes than to the smart missiles in Earth's arsenal. Larger missile weapons are guided, fire-and-forget smart missiles. Armed with small nuclear warheads, they pack a little more punch than lasers, and fire a little faster. A missile size 1 does 3 points of damage.

Bolts The most powerful ship-based weapons are these bolts of focused energy. These weapons fire very slowly: about once for every four cannon shots, but they have twice the impact of lasers. The impact of bolts is rather uncontrolled. They will hit a random shield regardless of where you aim them. The Grav Bolt does 4 points of damage; there was mention in the ETS databases of a bolt weapon that would do 32 points of damage. One hit from this would vaporize a size I ship such as the Ulysses!!!

- 2 The **Launching Pad** is where you embark to explore the galaxy and save the Earth. You can click on your ship to launch, or you can press the L key.



The Launching Pad



- 3 The **Warehouse** is where raw materials are stored for Moonbase. The raw materials can be used to create new items to outfit your crew, new weapons for your ship, or taken for trade with other planets. Across the top of the screen are tubes that show the relative amounts of raw materials you have on hand. Following is a list of all the materials that were listed in the ETS databases, along with the availability, location of the nearest system or sector that you can find supplies of each item, and what it is used for.

Element	Rarity	Location
Organics	Uncommon	Alpha-Centauri
Usage: These are carbon-based organic compounds; the rough equivalent of compost. They are used in all low tech weapons, medical kits, and armor. They are used less in higher tech equipment.		
Radioactives	Uncommon	Aldhibain
Usage: Low level radioactive materials, these are fissionable Uranium derivatives common to all low to medium tech atomic guns, starship engines, medkits, and they are also found in some higher tech powerpacks.		
Crystals	Uncommon	Atria
Usage: Crystals consist of high quality silicon and quartz. They are used in all electronic gear and scanners. Most lasers use some, and most ship parts need some.		
Heavy Metals	Common	Sol
Usage: This iron/tungsten/molybdenum alloy provides the basic structure of almost everything and is the major component of smaller ships.		
Inert Gasses	Uncommon	Alphard
Usage: A mixture of noble gasses, because they are not chemically active, Inert Gasses are used in laser based equipment and gas powered projectile weapons. They are also used in medkits and ship engine cooling systems. While not very common, Inert Gasses are always found in large quantities.		
Soft Metals	Common	Sirius
Usage: This amalgam of lead, aluminum and tin is used in almost everything especially in low tech projectile weapons, ammunition, and lasers.		
Common Liquids	Common	Chara
Usage: Common liquids include such things as water and ammonia. They are used primarily in medical equipment, but they are also used heavily in ships and engines.		
Hybrid Solids	Extremely Rare	Unknown
Usage: A form of soft plastics, the usage for these solids is unknown at this time. A small amount was found on the ETS hulk, but there was no reference to them in the databases.		
The Moonbase scientists have also identified the following materials, and believe that you will need to find some of them in your travels in order to build some of the more powerful alien items.		
Alien Gasses	Rare	Ankaq Sector
Usage: Alien Gasses have the same uses as Inert Gasses, except that they are used for higher tech variants.		
Alien Metals	Rare	Alnasl sector
Usage: Heavily used in larger ships and high tech weapons.		

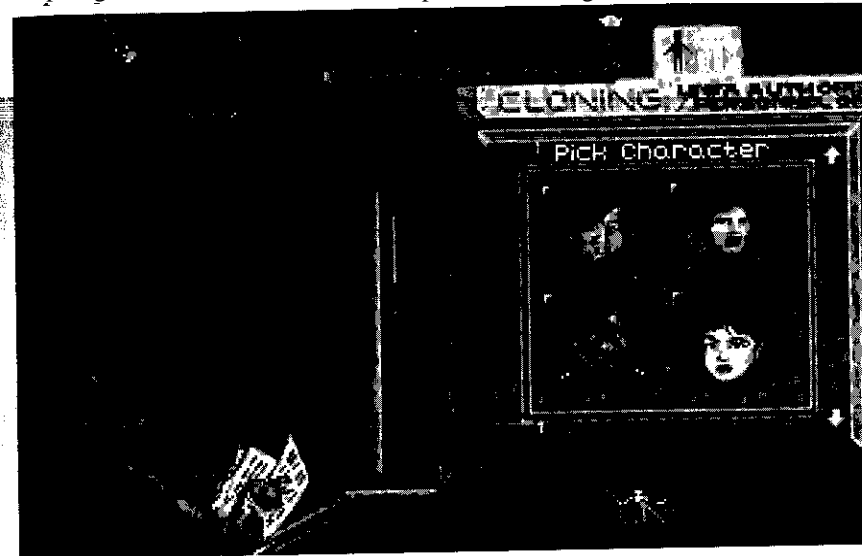
Element	Rarity	Location
Alien Isotopes	Very Rare	Zaurak Sector
Uses: The most exotic atomic guns, high power engines, and advanced defense mechanisms need this. Alien Isotopes are very rare and found in extremely small quantities.		
Alien Crystals	Rare	Alhena Sector
Usage: Alien Crystals are a primary component of high tech electronics gear as well as high wattage lasers. They are a necessary component of larger ships as well.		
Alien Organics	Rare	Ankaq Sector
Usage: The primary use for these is heavy-duty medical supplies.		
Alien Liquids	Rare	Izar sector
Usage: Same as alien organics		
Rare Elements	Very Rare	Zaurak Sector
Usage: These are only used in the most powerful engines.		
New Elements	Very Rare	Kornephoros Sector
Usage: The highest tech weapons, ammunition, and ships require these elements.		

The *Build Objects* menu lists all the items that you can build (weaponry, armor, medicines, and other items), based on your technology level and the raw materials you have available to you. The Moonbase engineers are capable of replicating almost any weapon or armor you bring back to the Moon, provided you also have the materials and technology needed to fabricate it. The list of objects you can build will grow as you discover new items and technologies.

The Cargo menu allows you to transfer items between your ship's cargo bays, and the Warehouse. According to the alien records that were aboard the ETS, there are huge merchant trading areas throughout the galaxy. You should be able to trade materials that Moonbase has a surplus of for rare materials and information. Transfer items to your ship by highlighting the item you want to take, and pressing the + key, or by using the **Left Mouse button**. To remove items from your ship, highlight them and press the -key, or the **Right Mouse button**. The available cargo space on your ship is indicated by the number at the top of the menu.

The *Take Objects* menu allows you to equip your crew with the new items you made in the Build Objects area. At the top of the items window the crewmember's name and number of items they can still carry are displayed. Select the crewmember that you want to give the new item to, highlight the item you want the person to have, and press **Enter**, or click the **Left Mouse button**.

The *Build Ship* menu is for building parts to upgrade your ship or building entirely new ship hulls. Everything from more powerful engines and weapons, to completely new hulls can be built here. One of the most important things for you to search for is new ship plans, so that Moonbase engineers can build you larger, more capable, ships which are so large that they could carry the Ulysses in their cargo hold. Any ship larger than a size 2 would be incapable of landing on the surface of the Earth.



The Crew Quarters

4 The Crew **Quarters** are where the members of your crew are cloned. Should a crewmember be killed in the line of duty, this is where you would go to have them recreated. You can also use the cloning chamber to create crewmembers that have abilities more suited to your needs. Because **cloning is not** an exact science, each clone will have slightly different abilities when compared to the original.

As you start the cloning process, you will get a display of each new clone's physical statistics and abilities. **Body** tells you how physically fit and how much damage a crewmember can take. **Intelligence** controls the number of skills a given clone can have, and the ability to comprehend alien equipment. **Agility** governs the crewmember's ability to hit other beings with weapons, and to avoid being hit. **Luck** is the chance a crewmember has to successfully do something they have no training for.

William is the most average of your four crewmembers, while **Katya**, due to her gymnastics training has a much stronger **body** and more **agility** than the others. **Osai**, having never been an athletic type, has a physically weaker **body** than the rest of the group. **Nelson**, who has a natural knack for figuring out how to do things outside of his specialties, gets a bonus to **luck**.

Nelson Ngatadatu	
ENGINEER	
BODY	15/15
INTEL	16
AGIL	17
LUCK	18
ASTRONAUTION	
SHIP REPAIR	90
ITEM REPAIR	100
COMPUTERS	80
LIGHT WEAPONS	65
SURGERY	55

Cloning Nelson

There are sixteen skills and every crewmember has three of them as their basic skills. The sixteen skills are:

Astrogration How well a crewman is able to pilot a ship.

Ship's Beam Weapons This skill is needed to focus and hit with a ship's laser weapons.

Ship's Bolt Weapons - This is the skill needed to successfully hit with a ship's bolt weapons.

Ship's Projectile Weapons This is necessary to fire a ship's missile and gun weapons.

Leadership A high leadership score enhances the abilities of the other crewmembers.

Communications-This ability governs how well you can communicate with alien races and understand the output of the scanner.

Diplomacy This skill helps in your negotiations with alien races for goods and information.

Ship's Repair The higher the score in this category, the faster your ship is repaired after combat.

Item Repair This controls your ability to repair personal items, like weapons and armor.

Computers -How well crewmembers interface with both ship-board and alien computers.

Hand Weapons A crewman's skill in using hand-to-hand weapons such as swords and daggers.

Light Weapons A crewman's skill in using small arms like hand lasers and pistols

Heavy Weapons A crewman's skill in using military issue weapons such as machine guns and assault lasers.

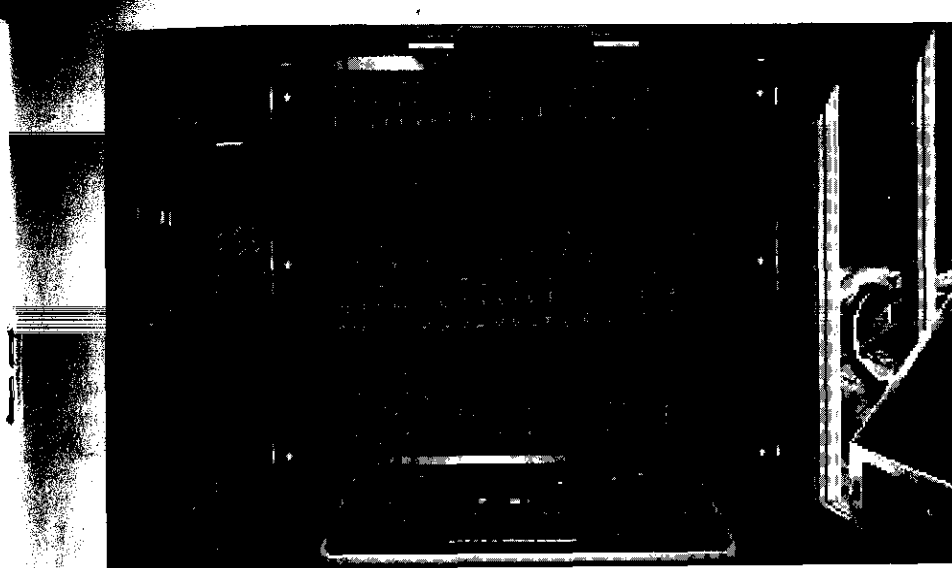
Xenohiology This skill will help should you need to treat an alien.

First Aid This is the ability to successfully treat minor ailments.

Surgery A high score in this skill is needed to treat major injury.

Each crewmember has three primary skills, while the number of secondary skills is determined by their intelligence. Skill levels are gauged on a scale from 0 to 100 with 100 being totally competent in that area. A secondary skill will always be weaker than any of the three primary skills. **William's** primary skills are

Astrogration plus two of these three; **Ship's Beam Weapons**, **Ship's Bolt Weapons**, and **Ship's Projectile Weapons**. **Katya**, as Weapons Officer, specializes in **Heavy**, **Light**, and **Hand Weapons**. **Nelson**, as Ship's Engineer, is especially adept at **Ship Repair**, **Item Repair**, and **Computers**. **Osai** gets **First Aid**, **Surgery**, and **Xenohiology**.



The Research Lab

The Research Lab is where the Moonbase engineers and scientists will take the parts you discover and attempt to recreate the alien device. It is here that you can see a blueprint of the plans, and, gauge the scientist's progress as you bring parts of the device back to the moon. Also, as you encounter other cultures and gain more technical knowledge, you will see the Research Lab grow in size.

6 **Save Game**

This command will list the names of the games that you have **already** saved, along with a **NEW** command for creating saved games. Each saved game requires about 200,000 bytes of free disk space. Your current game is saved every time your crew beams down.

7 **Load Game**

The Load Game command displays the games you have saved and lets you load a saved game.

8 **Quit to DOS**

Exits Planet's Edge. Press or click twice to activate.

Intersystem and Interstellar Space Travel

- ← or → Left and Right arrows control the direction of flight
- ↑ or ↓ Up and Down arrows control the speed of your ship.

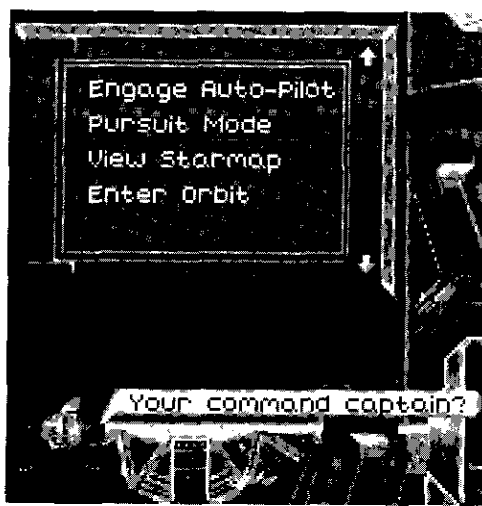
- N Selects the navigation console.
- W Selects the weapons console.
- E Selects engineering console.
- S Selects science console.

The mouse can be used for directional control by clicking in the direction that you want the ship to travel. Speed can also be controlled with the mouse by clicking on the arrows that are between the Navigator and the Science Officer. All consoles can be accessed by clicking on the respective crewmembers

Navigator Menu

Engage Auto-Pilot

The Navigator controls the autopilot systems on your ship. In order to disengage autopilot and fly under manual control, you enter the autopilot menu and press **Esc**. The ship's autopilot is auto-configuring. In interstellar space you have to use manual control on your first visit to a system. To enter a system, you must fly directly into the star you wish to visit. When you enter any system, your autopilot will automatically record your coordinates for future visits.



Navigator's controls

Pursuit Mode

Upon receiving this order your navigator will follow the nearest ship until you give him the order to stop. This is an excellent way to find out what systems other ships are visiting. This command becomes **Cancel Pursuit** after pursuit mode has been enabled.

View Starmap

This can be accessed by pressing M. On the map, systems that you have visited are displayed in green. The map automatically keeps your ship at the exact center of the starmap.

Enter Orbit

This can be accessed by pressing O. This option is activated as soon as a planet is displayed in the scanner. Your ship will automatically go to the planet and establish orbit. This command becomes **Leave Orbit** after orbit has been established.

Weapons Officer

Communicate

This command lets you communicate with other ships. The ship pictured in the lower left-hand corner is the one that you communicate with. If the ship is non-hostile, the Communicate command changes to **Close Channel**. This will let you break off communications after you have talk to them. If they are hostile, then you can attack them (see Space Combat).



Weapons Officer controls

Attack

Enters combat mode (see Space Combat).

Science Officer

Heal Crew

Heals up to half a crewmember's total damage to their **Body** score. Upon your return to Moonbase, all living crewmembers will be fully healed. Dead crewmembers must be re-cloned in Crew Quarters.



Science Officer's controls

Scan Target

Your Science Officer will scan a planet while in orbit for raw materials, and beam down locations.

Beam Down

This sends all the ships occupants to the ground. This becomes **Touch Down** while orbiting Moonbase. Not every planet has an acceptable beam down location.

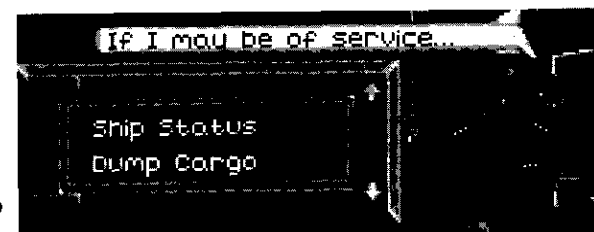
Ship's Engineer

Ship Status

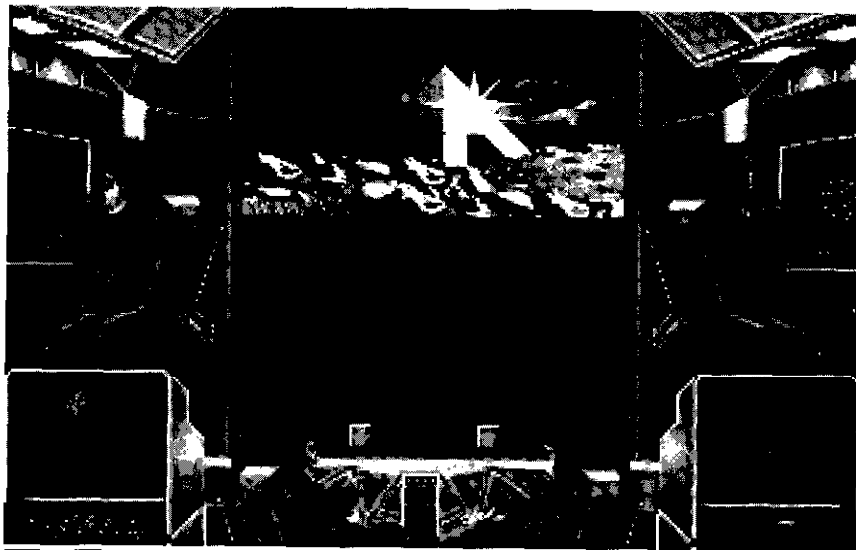
This displays current weaponry and engines, and their status. It is a good idea to check this menu after battle as weapons and engines might have been destroyed.

Cargo Controls

The engineer also controls **Loading, Dumping**, and cargo **Payments**. The Engineer's cargo menu works exactly like the Cargo menu in the Warehouse at Moonbase.



Ship's Engineering controls



Scanning an alien world.

Space Combat

As you travel from star to star, you will meet many other space faring races; some that are hostile pirates; others that are peaceful trading merchants. While not encouraged, piracy can be used as a tool to get materials that are not available in the systems you have traveled.

Once you give your weapons officer the order to attack, all personnel and ship's screens switch to combat mode,

Weapons Menu

Automatic Fire

The weapons officer will have the computer fire upon the enemy as soon as you have aimed the ship and/or a weapon is read to be fired.

Manual Fire

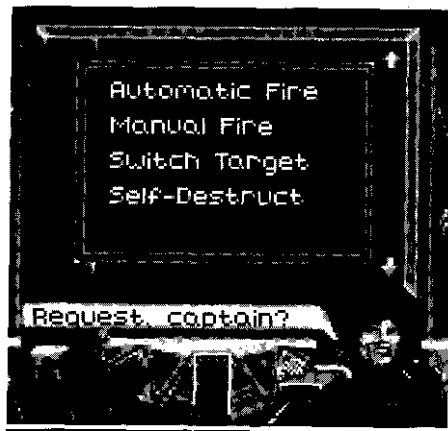
This lets you decide when to shoot by pressing the **Space Bar**.

Switch Target

This allows you to change targets when you are engaged by multiple ships.

Self-Destruct

To be used with caution Self-Destruct requires confirmation to enact, but it will ensure that any Moonbase technology will not fall into the hands of hostile aliens.



Weapons Officer's combat controls

Navigator Menu

Pursue

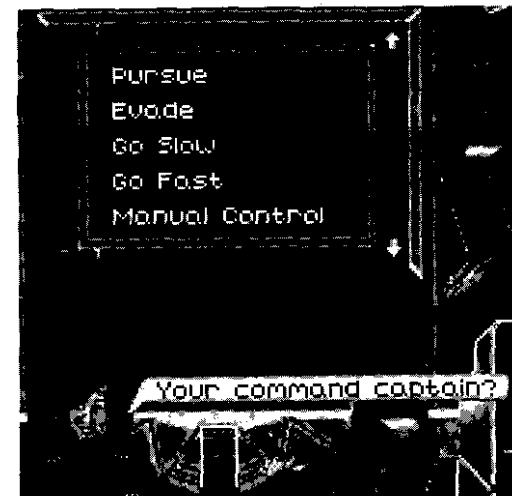
Your navigator will program the ship's computer to keep right behind the targeted ship.

Evade

This will cause you to keep as much distance as possible between you and the enemy. If you are fighting multiple ships, they can outflank you by coming at you from both sides.

Go slow/go fast

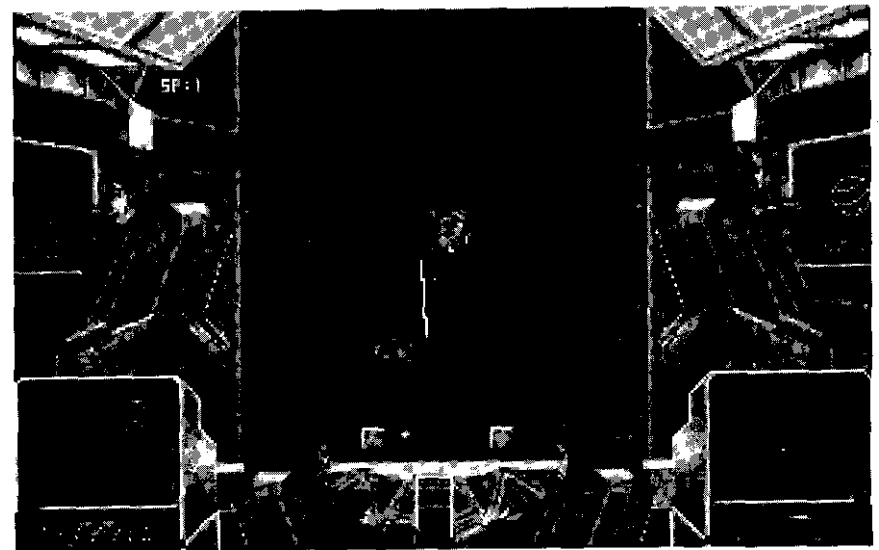
This menu controls the speed of pursuit and evasion.



Navigator's combat controls

Manual Control This allows you to control the combat movements of your ship.

Because of the scarcity of resources, the integrity of your ship is of primary importance. A size 1 ship hull has a shield strength of 10. Larger ships will have better shielding and more weapon capacity. The scanner in the lower left corner of the screen displays the statistics on the currently targeted ship. The scanner lists the size, speed, range from your ship, and current damage of the other ship. Should you find your ship out gunned, you can flee the battle by distancing yourself 30 lengths from the other ship(s) and giving your engineer the order to disengage.



The Ulysses takes a hit to the starboard shields

Planetary Exploration

The majority of your adventure is spent in exploring the surface of planets. Your primary objective while on the ground is to find out what happened to Earth. Secondary objectives are to contact aliens, and to increase technical knowledge. Here is some basic information about exploration, assuming that things on other worlds work in the same manner as the equipment on the ETS. Unlocked doors open automatically when a crewmember passes in front of them. Every object you may find should have an entry in the scanner's database if you examine it. Looking at an item gives you a general description; If you are more curious Searching will let you know if it is significant. Searching panels, levers and buttons may help you discover uses for them. If you pickup an item, then you can Examine it. You should also by to Talk to everyone in order to get information about the Centauri Drive. Use items on people you meet, in order to give things to them. Upon beaming down, the following control icons become available for communicating with the ground party. Palettes 1 and 2 are displayed initially, and can be swapped with palettes 3 and 4 by clicking the Right Mouse **Button**.

Icon Palettes

Keypress

Function

Icon Palette 1

①	Press G	Get something from an adjacent square
②	Press L	Look at an adjacent area
③	Press D	Drops an item from inventory
④	Press E	Examines an item in inventory

Icon Palette 2

①	Press A	Attack/Shoot someone or something
②	Press u	Use an item from your inventory
③	Press T	Talks to an adjacent person
④	Press I	Inventory of current character

Icon Palette 3

①	Press c	Enter Combat Mode (Control individual crewmembers)*
②	Press M	Display short range map
③	Press Alt Q	Exit from Planet's Edge
④	Press Shift M	Display long range map

Icon Palette 4

①	Press Control S	Saves a game
②	Press w	Wield a weapon or wear a piece of armor
③	Press Control L	Loads a saved game
④	Press B	Activates Tele-trans

Combat mode is exited by all characters taking a turn without being attacked. Walking around the planet's surface is done by "sing the arrow **keys**, or by holding the **Left Mouse button** down in the direction you want the crewmembers to go.

Ground combat

The possibility of meeting hostile aliens on the planet's surface cannot be denied. There are four basic classes of weapons: Hand weapons, projectile weapons, beam weapons, and subatomic weapons. Hand weapons, like sword and maces, are for **close-in combat**. Projectile weapons are the most common weapons. Pistols, machine guns, and rifles of various types are included in this category. Beam weapons, lasers and the like, are very accurate at long range. Subatomic weapons are powerful, but inaccurate and hard to maintain. Weapons are also divided into two types, heavy weapons and light weapons. Light weapons are usually small, personal weapons. Heavy weapons are military-type assault weapons.

Protection from weapons is in the form of armor. There are four classes of armor: Hand-to-hand, projectile, reflective, and subatomic. Hand-to-hand armor is primarily a defense against hand weapons. Projectile armor, which includes things like flak jackets and Kevlar armor, stops bullets and other types of shots. Reflective armor is a deterrent to beam weapons. subatomic armor is specially designed for radiation protection, although we believe that medieval plate armor might be even better than this specialized armor. Even though the armor absorbs some of the impact, damage is passed through. If you are wearing the wrong armor type, the protection is minimal.



Ground patrol

Below each crewmember icon is a bar showing the remaining amount of damage they can take, and a button that shows how much armor is remaining. The bar is lit from red to green, and as a crewmember takes more damage the bar gets shorter and more red. After about 50% they have received more damage than can be healed with a first aid kit. The armor button starts out green, and as your armor takes more damage, turns blue, yellow, red, and then grey when the armor is destroyed.

Final Mission Notes from Commander Polk

If you check the Warehouse, you will notice that we have built a few extra items in order that you may outfit your crewmembers differently before you leave. You can also build a few more supply items there.

In the Shipyards we also have a few extra items, so that you can customize the Ulysses to more suit what you may find out there.

I cannot stress more the importance of visiting Alpha-Centauri first. By tracing the path of the ETS, it would appear that it came from near there. Also, according to the ETS databases, Alpha-Centauri is also the location of a large scientific outpost. The known sectors of the galaxy are a huge exploration project. Having a small idea of where to progress next in returning the Earth would be a great help.

Good luck, and Godspeed!

Key Commands

General Key Commands

Press Alt S	Toggles sound effects on/off
Press Alt M	Toggles music on/off
Press Alt Q	Quits Planet's Edge
Press Control s	Saves your current game
Press Control L	Loads a saved game

Space Key Commands

Press ++	Turns ship left and right
Press ↑ ↓	Accelerate /Decelerate
Press SPACE	Fires all available weapons in combat
Press F1-F10	Fires individual weapons
Press T	Switch Target
Press M	Display Star Map
Press S	Science Menu
Press N	Navigation Menu
Press E	Engineering Menu
Press W	Weapons Menu
Press O	Orbit planet

Land Key Commands

Press 1-4	Makes that character the leader. Press twice to View Character .
Press ← → ↑ ↓	Walk left, right, up and down
Press A	Attack
Press B	Activate Tele-trans and Beam up to ship
Press c	Puts crewmembers in Combat Mode . This gives you control over each player's movements individually.
Press D	Drop item
Press E	Examine item in inventory
Press G	Get item
Press I	Inventory
Press L	Look at something
Press M	Look at Small Map
Press Shift-M	Look at Large Map
Press SPACE	Pass; Next person's turn in combat
Press S	Search Looks at something with more detail; search dead body; search for hidden uses
Press T	Talk to another being
Press u	Use an item on something or someone
Press w	Wear/Wield armor or weapons
Press Tab	Cycle through available Targets

PLANET'S EDGE

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Credits

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Eric Hyman
Jon Van Caneghem

Manual

Pentegmath Productions
Neal Hallford

Designed By

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Neal Hallford
Kenneth L. Mayfield
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Manual Illustrations

Kenneth L. Mayfield
Jonathan P. Gwyn

Map Illustrations

Focus On Design

Programming

Eric Hyman

Production

Greg Malone
Focus On Design

Technical & Creative Writing

Neal Hallford

Playtesters

Benjamin Bent
Dave Hathaway
Paul Malone
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Scott T. Smith
Allen Treschler

Sound

Todd Hendrix

Art Direction

Kenneth L. Mayfield

Computer Graphics

Kenneth L. Mayfield
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Louis Johnson

Goober Buddy
Ron Spitzer

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P.O. Box 4302
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Chronology

This account is an attempt by the U.N.F.A. Central Committee to brief/y explain those events that have led to the apparent disappearance of planet Earth, This chronology has been compiled in hopes that it may be of use to the crew of the now code

named "Planet's Edge" mission.

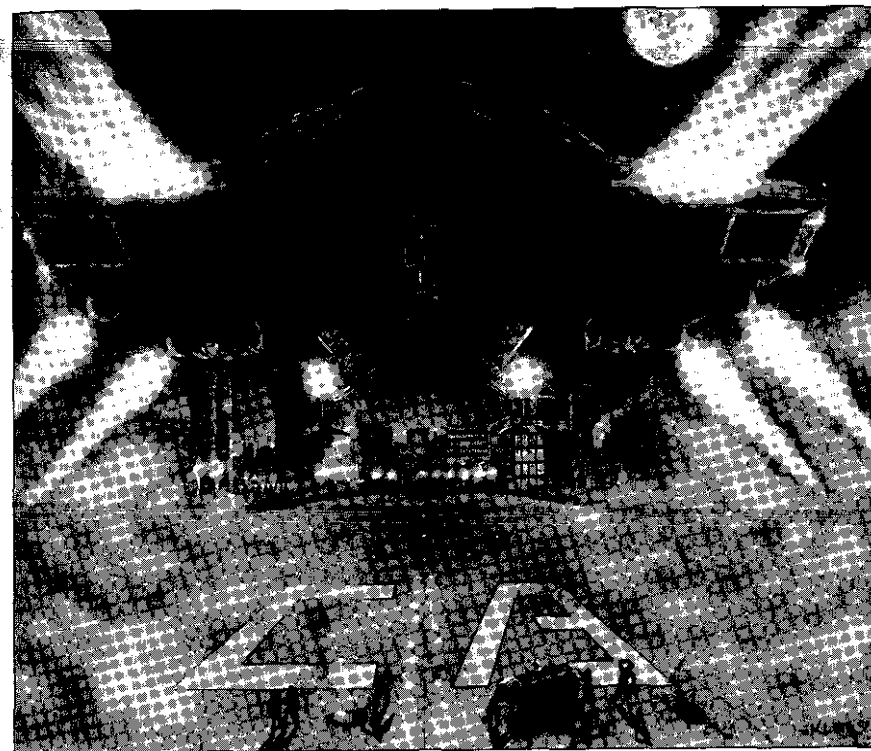
9 MAY 2045 Five hours prior to the scheduled launch of *Unity*, a Level 2 pre-flight diagnostic of the Ionic Propulsion System reveals a .976% deficiency in the drive's field strength. The countdown is halted. After seventeen hours, the ship's 10 man crew is ordered to disembark the ship. The joint U.S. - New Soviet mission to Mars is placed on a 240 hour hold for an evaluation of the problem.

10 MAY 2045 An object discovered by ElectroOptical Blink Comparison Automated Sky Survey. The master sky survey computer (SkyServComp) designates the discovery 'comet 2045 jun22:72:08:66π'.

15 MAY 2045 Object is resurveyed. Range and trajectory are tentatively established; path is approximately hyperbolic. SkyServComp renames the apparently extrasolar object 'ESO 2045A'.

16 MAY 2045 Numerous anomalies cause SkyServComp to bring ESO 2045-A to the attention of a human supervisor. No coma gasses are detected despite extraordinary brightness, suggesting albedo on the order of polished metal. Dopplervelocitycalculationsconfirmextrasolar origin. Tracking observations differ significantly from calculated trajectories. No record of any probe or craft ever sent out from Earth can be made to match ESO 2045-A.

18MAY2045 Various government offices are contacted, including the United Nations First Approach team headquarters, on darkside Luna. The base's 20 meter optical observation instrument is trained on the object, An Emergency Reaction Teleconference is convened, bringing government, academic and private experts from two worlds together in an electronic convention.



Consensus is reached soon after the first images are relayed from Moonbase: the pictures are somewhat fuzzy, but the object is judged to be a powered craft of extrasolar origin. 19 MAY 2045

The object is now referred to as the 'ETS' (extraterrestrial ship). Debate rages over whether or not to attempt to contact the ETS, and what sort of message to send if the attempt is made. Due to the crisis, U.N.F.A. indefinitely suspendsthe launch of the Mars expedition. 20 MAY 2045

Official United Nations messages of peace and friendship are relayed on all frequencies, but evoke no response. Refinements of the ETS's trajectory analysis indicate that with its *present* course and rate of deceleration, it will arrive near Earth's vicinity on or around 23 June. 24 MAY 2045

Transmissions gradually change in tone. With increasing forcefulness a warning is sent and repeated that approaching the Earth without communication or authorization may be considered a hostile act. 25 MAY - 3 JUNE 2045

4 JUNE-
15 JUNE 2045 All known space-effective weapon systems are put under a unified United Nations command and brought to a high state of readiness. Strict orders are given to not initiate hostilities, and warnings are issued to all nations to take no unilateral military action under pain of severe UN counter-reaction. Public reaction is predictably mixed. Millenarian movements stage a number of public demonstrations as general hysteria mounts

16 JUNE 2045 The United Nations First Approach bureau assembles a contact squad from their available astronauts, Officers Dean, Tsakafuchi. Ngatadatu and Mershova are selected and placed on standby. Captain Wes Alan- Klarr is chosen as Captain,

~~23 JUNE 2045~~ ETS reaches Earth, and establishes itself in orbit, It begins to mimic the peace and friendship messages relayed by earth in a series of "monkey transmissions". Tracked by all major stations on earth and Luna, the telemetry is fed instantly into a network for distribution to military, government and scientific centers.

~~3 JUNE 2045~~ Fast orbital interceptors launch from the Wu Chen station despite warnings from the U.N. The pre-emptive strike is ineffective and is followed by a chilling cessation of the ETS imitative transmissions.

23 JUNE 2045 ETS completes two circuits around the Earth and begins a third when observation instruments record a flash originating from the alien craft followed by a burst of radio static. Personnel at Moonbase at first believe that it is the ETS re-establishing communication, but the static crackle quickly becomes an overwhelming roar of white noise, pouring through every channel on every band of the electromagnetic spectrum. Data links with Earth suddenly fall silent. Most satellite telemetry is also lost in the same instant. Operators refuse to believe what the orbital instruments tell them. Reports filter in from human observers at Luna nearside outposts. Every communication channel on Luna is occupied for ten minutes as U.N.F.A. base commanders solemnly announce the disappearance of the planet earth.

24 JUNE 2045 Day of Mourning proclaimed. Observers note that the ETS was destroyed, but a sizable hulk remains,

An immediate concern arises that Luna, without Earth's gravity to anchor it, might be flying away on a new orbital path. Observations and calculations are quickly performed. Scientists are confused about the new data which seems to suggest that the Earth is still in place.

A plan is devised to use weather satellites to further study the new anomaly. Repeated gravitational studies indicate that the Earth's mass seems to be present.

Base Commander Polk orders a logistical analysis in depth of all remaining resources.

Weather satellites are observed moving through the space formerly occupied by Earth. Telemetry and images from the satellites return unaffected, but their paths are warped just as they would have been by the missing planet's gravity.

A scientific board concludes that the Earth has been trapped in a space-time warp whose exact nature is unknown.

Base Commander Polk orders a gig dispatched to the wreckage of the ETS for fact-finding purposes. Captain Wes Alan-Klarr of the contact squad killed by radiation poisoning. No new Captain assigned.

More personnel sent to ETS to begin large scale investigation of the vessel and its contents. Several discoveries of importance are made, including the retrieval of alien artifacts and information.

The alien Standardized Symbolic/Cognitive Logic Unit found aboard the ETS is finally coded with English, German and Japanese dialects. With a relatively low error margin it begins to translate alien scientific documents into a comprehensible form.

U.N.F.A. calls a crisis meeting to discuss the future of Luna. The entire population of Luna (823) is in attendance. It is announced that Luna only has the resources to maintain itself for three years before it collapses. Alternate plans are called for.

Mission Briefing

From: Mason R. Polk. C. - Cmdr Moonbase
Re: Objectives of mission "Planet's Edge"
To: Captain & Crew of UNFA. Exploration Vessel Ulysses
Recorded 0730 ZU 14 August 2045

Please note that the following **document** is a written transcript of **the** transmission **NLUN-ULY 2045.148 exchanged between the captain of the Ulysses and Luna Base Commander Mason Polk. All** information contained herein was transmitted with **no** linguicoding **and on an** unsecured channel

Begin Transcript

Good morning Captain. Or at least let us hope that someday soon we'll be able to have good mornings again.

I'm giving you this briefing verbally now, but it's being recorded and transcribed so that you can refer back to it later. This will also be included in the "handbook" that Records is collating for you.

Everyone on Moonbase knows roughly what's been happening over the last months. We've all been working double shifts ever since ETS blew up. When the Earth disappeared, I couldn't see any hope at all of anyone here at Moonbase being alive in six months. I don't know how many times the argument's been made that we ought to be self-sufficient, but the people in charge back home kept putting off making a commitment, so here we are...

As base commander, I knew I had to keep people busy to help them cope with the shock. I had to keep morale up. Just between us, I admit that I myself was convinced that everything we were doing would turn out to be futile in the end. But I am not about to let our people suffer a total loss of hope.

The logistics staff has taken stock of our resources and options. It would seem that by exerting a maximum effort we could keep going for the next three years. I see on my monitor that that surprises you as well. The drawback is that this option required every gram of material, every watt of power, and every last waking man-hour be devoted to nothing but sheer survival. There would be nothing left over for anything but barely holding on to life, for just a few days longer.

While I was sitting at my desk contemplating this bit of news, my autosec signaled that it had a report from Gregory Cole for me. As I read it, some wheels began to turn in my head. As you know, he found the alien ship a total wreckage...as far as we can tell the crew simply dissolved.

What I did next was to send more people down to that ship. I had a hunch that if Earth's mass was still out there, maybe the rest of the planet, and its people were... somewhere. Maybe somewhere where we could reach out and yank them back. The knowledge of how to do that existed in only **one** place, if it existed at all, and that was aboard the ETS.

What I really wanted to tell you in this briefing is that some of us now think that there may be some hope after all. You, Captain, are going to be a large part of that hope.

Lately, you've been helping out in the rebuilding of our shops and shipyards. A lot of that, and all the other activity that's been going on since the Event (oh yes, that's what we're recalling the ETS disaster now) has been concerned with survival, now that we're cut off from resupply. But most of our effort over the last four weeks has been devoted to decrypting documents and other information sources found aboard the ETS, and trying to figure out what it all means. A great deal of the data on that ship was lost or scrambled during the Event, due to the semi-volatile nature of its recording media, but some usable data remained. From that we've pieced together a partial picture of the culture the ET ship came from, and from that, I've come up with a plan. You will forgive me if the plan seems a little desperate, but we are **a** people **in** desperate situation. I also believe that it offers the only hope that I can see for saving all our lives and, more importantly, restoring the Earth.

I want you, Captain, to take a crew of four of the best people we've got and head out into the galaxy. The contact team is already well suited to the mission and I believe their assistance would be invaluable. **Since** Captain Klarr's death" the team has been very committed and they will follow your orders explicitly as they followed his.

As you well know we have an extensive "Boneyard" of ship parts. I want you to put together a ship from all the scrap we have, and from any other ship you need to cannibalize, and from parts of the ETS that we were able to salvage. Oh yes, we were able to get a working star drive for you from the wreck. I want you to lift off next week by the twentieth, by Space Day.

Since it's your life on the line, I'll leave the final configuration of your ship up to you. We've got the yards operating well, and the 'Boneyard Crew' can quickly provide you with any ship that is physically possible for them to assemble. At the moment we can only build out of the parts we have on hand, but Chief Engineer Pleadwell has been pouring over the alien information we've salvaged, and she's promised miracle ships if we can just get her the resources, and the complete specs.

"AutoSec Note:

Klarr's death is noted as 30 June 2045. Cause of death listed as radiation poisoning.

Your main mission is, of course, to help recover the Earth.

There is a machine aboard the ETS that we're pretty certain caused the Earth's disappearance. Or I should say, there was a machine. As the pictures sent back by Cole indicated, it melted into a slag heap and most of it was fused with the floor grates. The only reason we know that it was a part of anything is from the blueprints that the S.S.C.L.U. translated for us. After raking over the thing we have determined that the aliens, whoever they were, were in the midst of conducting a scientific experiment with a new drive system, an experiment that sadly went very wrong and unintentionally shoved the Earth into some kind of space-time rift.

At first Lt. Ngata datu of the Contact team thought that the device was a FTL (Faster Than Light) device but they concluded that the Centauri Drive's principles were far more complicated. Since our last survey indicated that it seemed to have come from near Centauri, the device has been nicknamed the 'Centauri Drive.' In any case, we believe that our only hope lies in recreating that fatal experiment in our laboratories here on Luna. To do that, we'll need parts and more information and the only place that those commodities can be found is out there...somewhere.

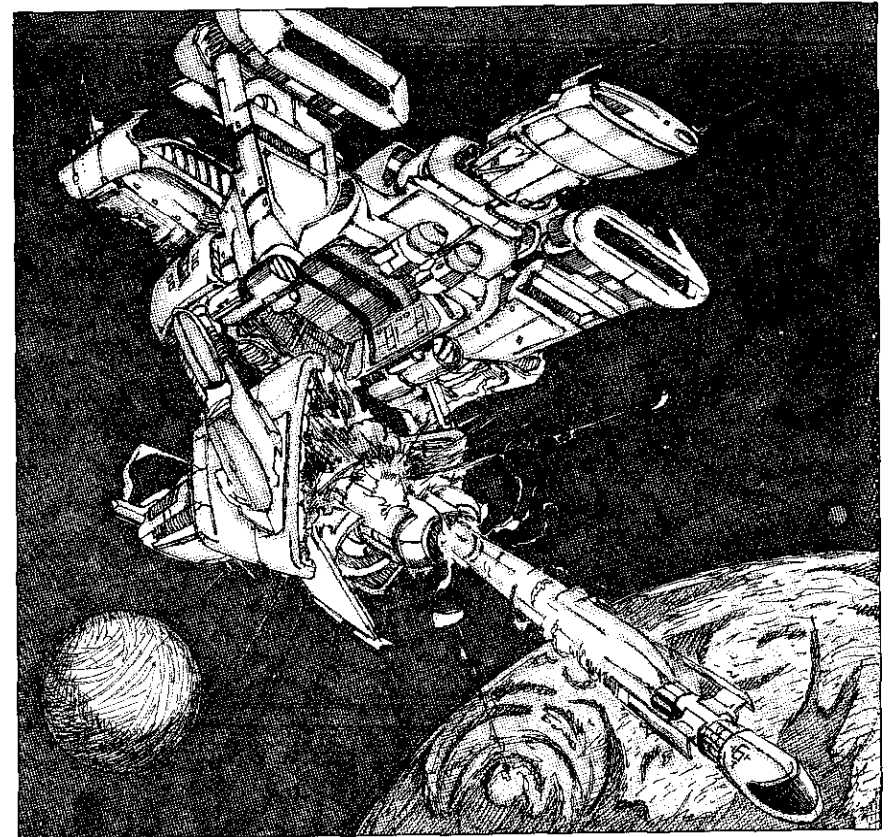
We need you to go out into the galaxy. Captain, and do whatever you have to do. Find the parts so that we can fix the 'Centauri Drive.' The advice we can give you on how to go about doing this is limited. You're going to have to wing it a lot, my friend. Find out what you can, make the best decisions that you can, and if it comes down to the wire, play your hunches. Our Records people have compiled a star map for you with information retrieved from the ETS. As you will notice, it is a survey of the immediate "neighborhood" of 128 parsecs. We have only presented on it those star systems that have been cross-referenced against the ETS "active" systems database. If there are any closer inhabited stars, they have been uncontacted by the crew of ETS.

You and your crew will have more in common with the ancient Greeks than you will with the astronauts of NASA or ESA. Like the argonauts you'll go sailing off into the unknown with virtually no contact with us until you return. Incidentally, that's why we christened your ship 'Ulysses.'

Before I end this transmission there is something I feel I need to tell you. Although we have determined by analysis that our somewhat unwelcome visitor was from a benevolent race, we have been able to determine that other races out there are not so friendly. Of the images that we have managed to retrieve from the alien databanks, a number seem to chronicle what could only be called technological barbarism. I am transmitting now what is undeniably a space battle in progress. The picture should appear on the right hand of your screen.

The reason that I bring this up is so that you may be aware of the dangers that lie ahead for you and your crew out there. I realize that you are no innocent child, but at the same time I realize the certain naivete that comes when a people embark on a voyage to a new world. I also state this so that I can make clear the position of U.N.F.A. and that of the absent Earth. We are a peaceful people on a peaceful mission, but if your lives are unduly endangered, then you are authorized to use whatever force is necessary to achieve your mission objectives. A copy of these mission orders is to be kept in your handbook.

I've lost a lot of sleep agonizing over the decision to send you out. By committing our resources to this slim hope, we won't be able to keep going for three years... at most we will be able to keep alive for eight to twelve months more. By next week we'll be committed. As of Space Day we will irrevocably become members of the galactic community. At this point there can be no turning back. When you lift, we'll be past the point of no return!



To the Captain of U.N.F.A. Exploration Vessel

Ulysses

Port of origin: Moonbase - Luna - Sol 3/1
To be commissioned and launched 20 August 2045

----- MISSION ORDERS -----

- 1 PRIME MISSION — FIND THE MEANS TO RESTORE THE PLANET EARTH AND ITS PEOPLE UNHARMED.
- 2 Pursuant to fulfilling the Prime Mission, secure such supplies, devices, components and plans as are necessary to the repair of the 'Centaur Drive,' and return them to Moonbase.
- 3 Supervise the assembly, supply, commissioning and periodic refitting of an interstellar exploration vessel using whatever materials and components of terrestrial or extraterrestrial origin are available.
- 4 Attempt to make peaceful contact with helpful elements of the local galactic cultures for purposes of furthering the Prime Mission.
- 5 You may at any time use force in self-defence.
- 6 You may use force preemptively against elements previously determined to be consistently hostile, if contact is unavoidable,
- 7 Secure materials, supplies, devices and components to enable future expansion of your vessel's and crew's capabilities. and return them to Moonbase.

- 8 Secure technological intelligence data relevant to the accomplishment of the Prime Mission, and return it to Moonbase.
- 9 Secure political and cultural intelligence data concerning galactic cultures relevant to the accomplishment of the Prime Mission, and return it to Moonbase.
- 10 Continuously evaluate your status and return to Moonbase when significant data and/or materials have been obtained to advance the Prime Mission and/or refit your ship with significant new capabilities.
- 11 At all times protect the safety of your command.
- 12 Your ship may not be put at risk by landing on planets. Planetary exploration shall be executed by extravehicular teams rather than transmitted to planets' surfaces.
- 13 At no time may you leave your command. All extravehicular exploration shall be done by crewmembers.
- 14 All crewmembers engaged in extravehicular exploration shall maintain continuous communications contact with the ship in orbit.

----- END OF ORDERS -----

Mason R. Polk, Cmdr Moonbase
authcode alpha-436-hgst-9924-jm-6598



Dean, William Robert

D.O.B.: 17 October 2013

Residence: Tulsa,
Oklahoma: U.S.A.

Age: 31

Height: 184 cm

Mass: 93 kg

Gender: Male

Academic credits:

2036 M.A. Linguistics/
Anthropology University
of Tulsa

2037 -Certificate of
Xenological Studies
S.E.T.I. Foundation

Commission: U.N.F.A.
Contact Specialist

Mission Duties:

Ship's Pilot
Commander. Contact
Team
Flight Communications

PERSONALITY PROFILE

Authorization Code: A76-BV4.3 Confirmation Officer: Steed, Ben F.

The following is an excerpt from the S.E.T.I. Journal, published May 24, 2044. The article was later reprinted in expanded form under the title of "operation Disbelief" in the August issue of CLU's Cultural Review.

After a grueling ten-day session of simulated talks, negotiations, and near disasters, William Dean of the S.E.T.I. Foundation was awarded the golden diplomacy star awarded by the World Crisis Diplomacy League. Every year the league awards the winner of its yearly "competition" for best resolution of a geopolitical crisis.

This year's competition was of particular interest to Dean because of its unusual theme.

"They decided to try something different this year and focused on a very fictional situation," Dean explained. "Instead of the usual Mid-East crisis, they posed a scenario which featured multiple alien cultures biding over the mineral rights possessed by the earth. Most people approached the problem wondering what their logic was. I however felt that they probably wouldn't operate under a "logical" process. You had to discover how they emoted to solve the situation."

Tsakafuchi, Osai Lin

D.O.B.: 16 February 2019

Residence: Toshimo-Ku.
Tokyo: Japan

Age: 26

Height: 16.5 cm

Mass: 59 kg

Gender: Female

Academic credits:

2037 B.S. Biophysics
Nagasaki National
University

2041 M.D. University of
Edinburgh

Commission: U.N.F.A.
Medical Specialist

Mission Duties:

Ship's Physician
Ship's Chief Scientist



PERSONALITY PROFILE

Authorization Code: A76-BM7.8 Confirmation Officer: Steed, Ben F.

In recent years, Ms. Tsakafuchi has gained worldwide attention for her /earning studies, studies which make her a prime candidate for dealing with whatever cultures we may find out there. The following transcript is derived from a biography about her years with the World Disaster Relief Team, While The World Waits by Marsha Walker.

When she was seven, Osai's father thought that he had lost her. In the midst of the most destructive typhoon to ever make landfall on Thailand she had wandered off in the chaos, disappeared into the scrambling masses as they taped windows, barred doors, stored food. Like migratory birds, trees loosed from the earth and hurled headlong into parked cars. And in that horrifying storm, by fortune, he found her in a sheltering alleyway. Even as the city howled around her, she was mimicking what she had watched her doctor father do on so many occasions. By a tenuous thread, she was nursing a man back from the brink of death.

In the course of her life, Osai Lin Tsakafuchi has made a number of such selfless lifesaving rescues, often endangering her own welfare...



Ngafadatu, Nelson T.

D.O.B.: 23 September 2009

Residence: Babolshanda.
New Gwelo

Age: 35

Height: 193 cm

Mass: 100 kg

Gender: Male

Academic credits

2029 B.A. Statistical and
Probability Mathematics
lekiku College

2032 M.E. Material
Science Bafu University

2038 Ph.D. Physics
World University

Commission: U.N.F.A. Space
Engineering

Mission Duties:

Ship's Engineer
Alien Technologies
Specialist

PERSONALITY PROFILE

Authorization Code: A76-BS2. ↑ Confirmation Officer: Steed, Ben F

Confirmation Officer Note: Materials on Officer Ngafadatu's life are fairly scarce as he has been fierce/y devoted to retaining privacy. This is the so/e public document that describes him in any detail. Published in an issue of Africaas. August 10.2043, Pg. 45 in personalities section.

In an anachronistic setting of Zulu spears and Baeler Computer Systems, Nelson Ngafadatu works his curious magic that he calls "life-space engineering". Far more at home in his bungalow in the Boboishanda than the life support domes of the Luna moonbase, it seems utterly ironic that an individual so dedicated to the preservation of the past would play such a major role in the development of the future. Nelson, however, believes that there can be no contradiction.

"Some believe that life is simply a now, a point that is constantly in motion without connection. But it is a line, yes?" He pauses for a moment to take a drink of orange juice. "Each mechanism is travelling in a line, alive with its own needs, its own personality, with its own *desires*, if you will. A good engineer will see this, understand and he or she will help the machine reach that goal."

Mershova, Katya A.

D.O.B.: 4 June 2020

Residence: Ploesti,
Muntenia, Romania. U.S.E.

Age: 25

Height: 168 cm

Mass: 69 kg

Gender: Female

Academic credits

2041 B.S. Organic
Chemistry Ars
Acadaemia. St.
Petersburg

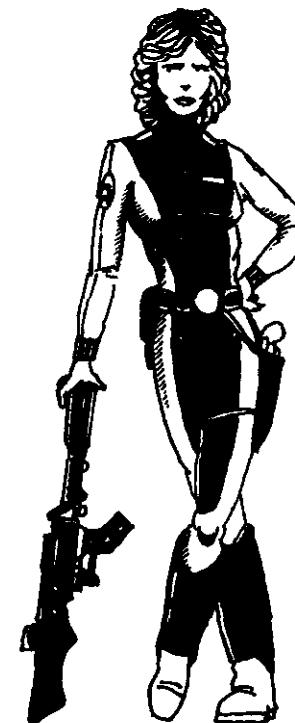
2041 Master of Somatic
Arts -An Acadaemio

2043 -Certificate of
Explosives Science Funze
Acadaemio

Commission: U.N.F.A.
Combat Master 2nd Class

Mission Duties:

Ship's Weapons Control
Ground Combat Specialist



PERSONALITY PROFILE

Authorization Code: A76-BO3.6 Confirmation Officer: Steed, Ben F.

The following report was filed by her recommending officer when Katya Anninina Mershova volunteered for duty on the Unity Mars mission. She was approved on August 14,2044.

"The officer that now requests transfer to the Unis Projekt has led an exemplary life as I have watched her grow from a child into an incredible young woman.

Striking even as a child, she was a gregarious individual, known by many of her relatives as a "vibrant nuisance". Half-German, she has always been very proud of her parents, though they were killed when she was ten. Her brother, Stavi, a tutor at the Ars Acadaemia in St Petersburg raised her. At a young age she became entranced with the idea of becoming a gymnast and she displayed incredible promise. She was even under consideration for a spot on the Olympic team until an accident left her with a shattered collarbone. Eventually she turned her mind to more serious pursuits and excelled in chemistry; she was a better chemist some think. She eventually entered our service and became a fine officer. I shall miss her contribution to our state."

Ship Systems

To: Captain of Ulysses

From: Maria Pleadwell Moonbase Chief of Engineering

Re: Ship's Systems aboard Ulysses

Your ship's systems will be in a constant state of flux, since nothing like it has ever been built before, and we anticipate major refittings almost every time you come into dock.

Some things will remain fairly consistent, however.

The central core section of your ship, where you and your crew will be living and working, is a modified scout class cruiser of Terrestrial origin. Using a human built ship for your central core makes many necessary ship's functions much easier to engineer, particularly with the extremely tight schedule we must work with. Atmosphere regeneration, food, waste recycling, bunk space, control ergonomics and so on are all standard and well known to you, so you shouldn't have any problems maintaining them.

We are treating ship's components of alien origin as black-box modules. There seems to be a great deal of standardization in control input ports for engines, energy shields and so on. We can 'plug them into' your ship as a unit and use them without really having to understand in detail how they work. From tests we've run it seems that the ET machines are either fail safe, or self-maintaining. You should seldom if ever need to effect a repair on them, as they never seem to break down under normal conditions.

Of course, there is no guarantee that they won't break down if someone vaporizes them in combat. Laser beams and atomic bombs are not normal operating conditions. We hope.

From your command chair, you will have a good overview of the ship's bridge, including the main viewing screen and all of your crew's duty stations. The main screen can be used to monitor ambient space while you are in flight; also it can give you a computer generated tactical view simulation. This is particularly important during ship to ship combat operations, Using input from certain extraterrestrial remote sensing instruments, you will also be able to visually monitor your crew on the main viewing screen while

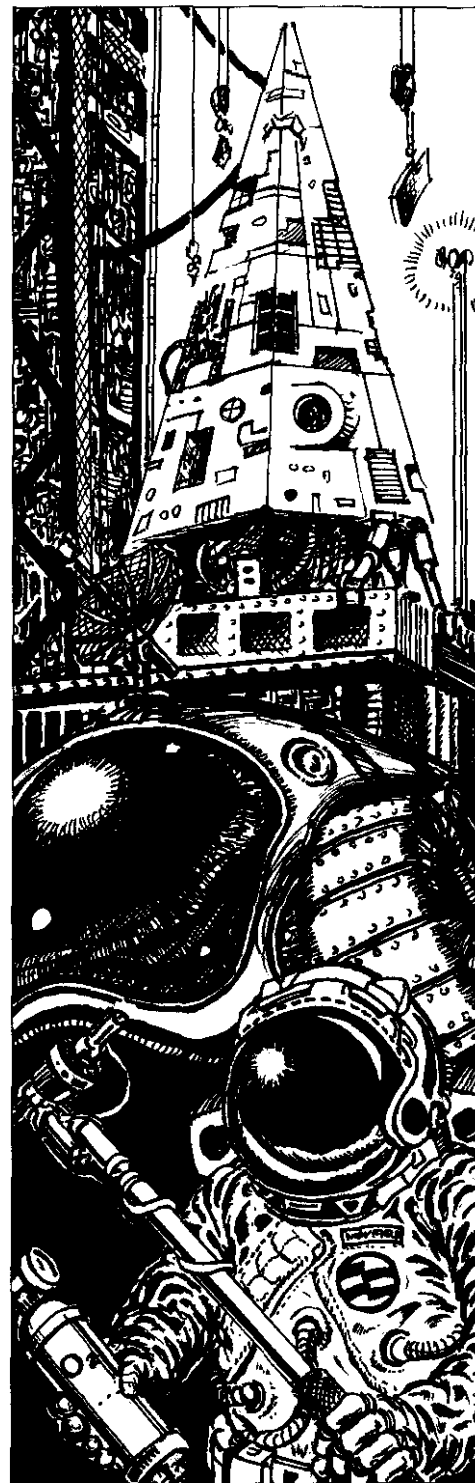
they are on planetary surfaces.

Also visible from your command chair is a smaller navigational screen. Your orientation computer will output directly to this screen, identifying the destination star system that lies closest to your current flight path.

Most routine operations will be handled by your crew as you direct them. but you will also be able to monitor many of their operational screens and readouts 'overtheirshoulders.' as it were. This is a redundancy that will enable you to perform certain functions, such as maneuvering your ship during combat, yourself, directly from your command chair.

We've been unable to flight-test your Faster Than Light engine, for obvious reasons. Your pilot and engineer are undergoing intensive briefings on all we know about it. both from the aliendocumentation. and from our own static tests. They will be able to control it at your orders. We know that this current engine can be improved upon, so you might keep your eyes open when 'out there' for plans and raw materials so we can soup you up.

Good luck and God speed.



Supplies & Weapons

To: Personnel of Ulysses
From: Cpt. Gwen Stroud - Chief of Moonbase Logistics
Re: Available equipment / supplies / small arms / munitions

I have been directed by Base Commander Polk to make all equipment and supplies in stores available to your expedition. You may find the following items to be particularly useful. Note that quantities of a// items are limited, though we have production facilities to replenish or expand our inventory of certain items as/if resources become available.

■ Ammunition, Automatic Pistol, cal 9 mm

inven control no. J58-8776-777p mod 3,29-1-42
quantity on hand 109 boxes / 36 each - 3924 rounds
Note:Unjacketed depleted uranium standard velocity loads,
Resources for manufacturing in quantity available.

■ Ammunition, Viral Agent Delivery System

inven control no. V43-8276-465k I-I-45
quantity on hand - 10 boxes / 4 each - - - 40 rounds
Note:Uses Broad Spectrum Viral Infectious Agent V-2; kills or disables quickly but not instantly. Agent quickly becomes bio-inert after initial target injection.
Refrigerate if possible.
Room temp shelf-life 6 months,
Resources for manufacturing in very limited quantity available.

■ Armor, Body, Individual

inven control no. A87-8462-681m 25(sm) 26(me) 27(lg) 28 (xl)
quantity on hand - manufactured as needed
Note:Stock kevlar w/ titanium mesh reinforcing, nylon cover,
Provides good protection against low velocity soft metal projectiles, shrapnel, edged weapons and concussion,
Provides limited protection against high velocity hard metal projectiles,

■ Device, Ice Excavating, Thermal-type

inven control no. G65-5844-611dx
quantity on hand - 1
Note:Shovel blade heats and vibrates to cut quickly through ice.
Difficult to manufacture with resources at hand.

■ Device, Incendiary/Illuminating, Individual, Match-type

inven control no. J56-2675-747q
quantity on hand - 500 boxes/ 100 each---50000
Note:'Strike anywhere' type matches, store and use with care.

■ Device, Incendiary/Illuminating, Individual, Torch-type

inven control no. M67-1112-4522
quantity on hand - 100
Note:Torches may be used for incendiary and/or illumination purposes when atmospheric oxygen is available in concentrations between 30% and 65%.
Resources for manufacturing in quantity available,

■ Flame Thrower, Type: individual Small Arm

inven control no. M45-5161-523y
quantity on hand 12
Note:Use with caution in atmospheres with high oxygen concentrations.
Resource for manufacturing available.

■ Kit, Medical, Individual

inven control no. B45-1356-152j
quantity on hand 314
Note:To be carried by individuals at all times for self treatment and treatment of others.
Limited but fairly sophisticated auto-diagnostic capability.
Resources for manufacturing and replenishing in quantity available.

■ Mask, Breathing Filtration, Individual Protection

inven control no. D56-3132-662z
quantity on hand - 628
Note:Provides complete protection against known toxic and debilitating aerosols and gasses.
WARNING-this device does not provide breathing oxygen to user, but acts as a filter of ambient atmosphere only.
Resources for manufacturing in quantity available.

■ Pick-Axe, Pikor-type

inven control no. W58-561 I-I 15a
quantity on hand 4
Note:Multipurpose digging tool / close-in weapon.
Resources for manufacturing in limited quantity available.

■ **Pistol, Automatic, cal 9 mm**

model 1997 General Service Mark V

inven control no. F45-4651-511d

quantity on hand 18

Note: General service side arm, limited range.

Uses 12 round clips.

Resources for manufacturing in limited quantity available.

■ **Pistol, Viral Agent**

Delivery System

inven control no. A25-5841-455x

quantity on hand 1

Note: Broad Spectrum Viral Agent V-2 delivering hand weapon,

Projectiles are CO₂ propelled.

Uses 8 round clips.

This weapon has limited range.

Resources for manufacturing in very limited quantity available.

■ **Rope, Climbing, 11 mm, Nylon/Kevlar, Kernmantle-type**

inven control no. 815-1222-I 12f

quantity on hand - manufactured as needed.

Note: Static load rating 40,000 newtons.

Shock load rating 122,000 newtons

Elongation 11%.

Discard after one maximum shock event or three half-

maximum shock events or if jacket is worn through,

Resources for manufacturing in quantity available,

■ **Suit, Environmental Protection, Individual**

inven control no. SEP-1244-258 Mark XXVII mod 2

quantity on hand - 314

Note: Fits UN Spec Standard Body Sizes G - M.

Provides individual wearer protection against low pressure and hard vacuum conditions.

Provides individual wearer protection against unbreathable atmospheric conditions up to 2500 millibars,

Temperature comfort range 80° K - 390° K.

Temperature survival range 60° K - 450° K.

Semi-hard construction provides wearer some limited protection against impact and projectile injury,

WARNING not to be considered protective against high levels of penetrating ionizing radiation,

Resources for limited manufacturing available.

To: Cpt. Gwen Stroud

From: Major Moummed Gunkle - Chief of Moonbase

Support Science and Engineering Section

Re: Alien equipment / future equipment upgrades

After reviewing your report, I felt that I should also include a brief listing of projects that we have underway that may be of benefit to the crew in the future. The progress on these projects will of course be largely dependent on what resources they can make available to us.

*We should perhaps provide them with a description of the scanner since they will use it fairly often. I will forward a copy of this memo to the captain of the **Ulysses** as well.*

■ **SCANNER** Certain items of Alien equipment that might be necessary to your mission, or at least useful, have been salvaged from the wreck of the ETS. You are advised to familiarize yourselves in particular with the device known as the *Standardized Symbolic/Cognitive Logic Unit* (S.S.C.L.U.). Around the lab we've been calling it "the scanner" for short. This unit appears to use a very dense language database and a specialized Artificial Intelligence capability to translate spoken words and written text. The scanner is able to add new languages heuristically. In a matter of a few weeks we taught it English, and it already seemed to be programmed with all the languages that you are likely to encounter on your mission. It can input either via ambient audio or via built in optical scanner. The device has been invaluable in translating documents found aboard the ETS.

Also included in the "scanner" package is a small array of sensors that can pick up movement, radiations, and do minor chemical analysis. We have not yet calibrated all these functions as well as we would like, but the scanner should be able to tell you if certain basic elements are nearby, or if the air is toxic to humans. There may be other functions that we haven't run across yet.

■ **EQUIPMENT UPGRADES** Please find attached with this memo a list of items that we are attempting to build. Please note that these items are not currently available.

Assault Automatic Weapons

These fire clip fed 8 mm expanding bullets at a high rate (600 rpm) and high velocity (900 m/s). A recoil damping system allows the weapon to be fired while held.

Fragmentation Grenades

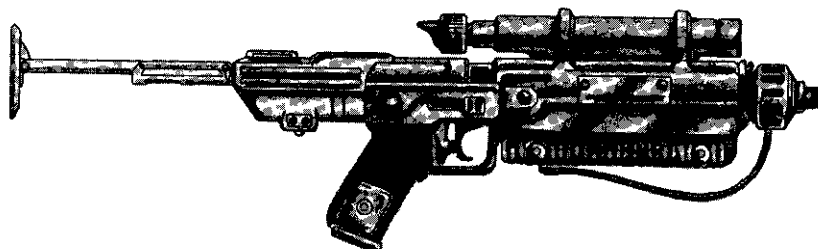
These cause damage primarily through the action of high velocity metal fragments propelled radially outward from the point of detonation, and secondarily through the concussive effect of the detonation.

Laser Assault Rifles

The beam from these weapons causes damage through thermo-kinetic shock. It vaporizes a spot on the surface of the target, turning it into superheated gas. The reaction from the expansion of this gas transfers energy to the rest of the target in the form of a concussive shock wave. Accuracy is limited only by the sighting system and by the skill of the user. The effectiveness of this weapon is drastically reduced by foggy /dusty conditions, and by reflective surfaces on the target.

Semi-automatic Assault Rifles

Fires 5 mm hypervelocity expanding bullets from an eighteen round clip. (Artist sketch shown below.)



'With additional information, plans, and improved manufacturing technology, we could also provide you with:

Heavy Assault Laser Weapon

The sights on this weapon are not as easy to use as on the standard Laser Assault Rifle, but it packs considerably more punch in its beam.

High Velocity Augmented Pistol

The cartridge for this weapon uses the same bullet as the 9 mm model 1997 Mark V, but with a hypervelocity powder charge and a secondary firing chamber for a booster charge, the bullet has approximately four times as much kinetic energy as it leaves the muzzle.

Kinetic Mass Shield

This is a purely alien design, one that was hinted at in the ETS' documents. It takes the physical form of a belt with an attached power (?) and or control (?) box. The apparent effect is to surround the wearer with a force screen of virtual mass. It would function well against kinetic energy weapons, but poorly against beam weapons.

Mass Gun

This is another alien design. Through a poorly understood process, this weapon generates a collapsing magnetic and/or electrical (?) field that propels a spherical projectile. Range, accuracy, muzzle velocity, efficiency and effectiveness compared with chemically propelled projectile weapons unknown.

Nixol launcher

This is a launcher for canisters of noxious, corrosive gas. Details of its functioning will be delayed, pending actual construction and testing.

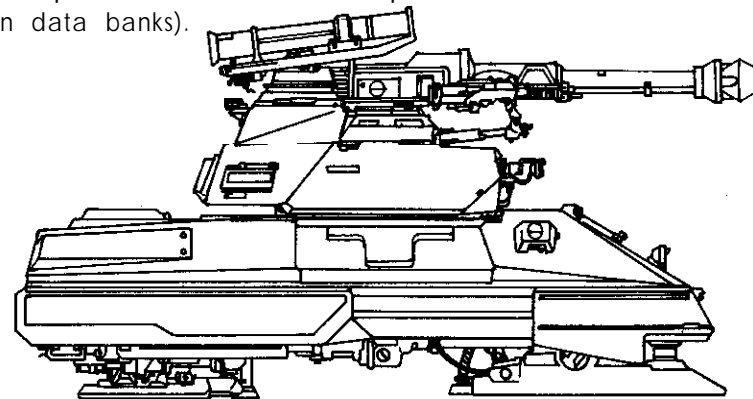
Reflec Armor

Mirrored body armor that is quite effective against beam weapons, but is less effective against other types of assaults.

Trauma Kit

With the addition of alien medical technology, and certain hinted at materials and methods, we should be able to upgrade the capabilities of your personal first aid kits to the point where they can effectively treat much more severe cases than they can now.

Please realize that what we've outlined above just barely begins to scratch the surface of the possibilities that galactic technology can open up for us. (Below: Artist's conception of a device found in the alien data banks).



Ship Protocol

To: Captain and crew of UNFA Exploration Vessel Ulysses
From: General Curtis Wade (Ret.) Lt. Cmdr Moonbase
Re: Ship contact protocol

In spite of the dire times, I envy each and every one of you. In spite of the circumstances, you are making history. As the first of Mother Earth's children to leave our own backyard, cosmically speaking, your names will shine alongside Armstrong, Collins, Aldrin, Messer, and Po as long as the human spirit exists. We are all behind you one hundred percent team.



Now, let's get down to brass tacks.

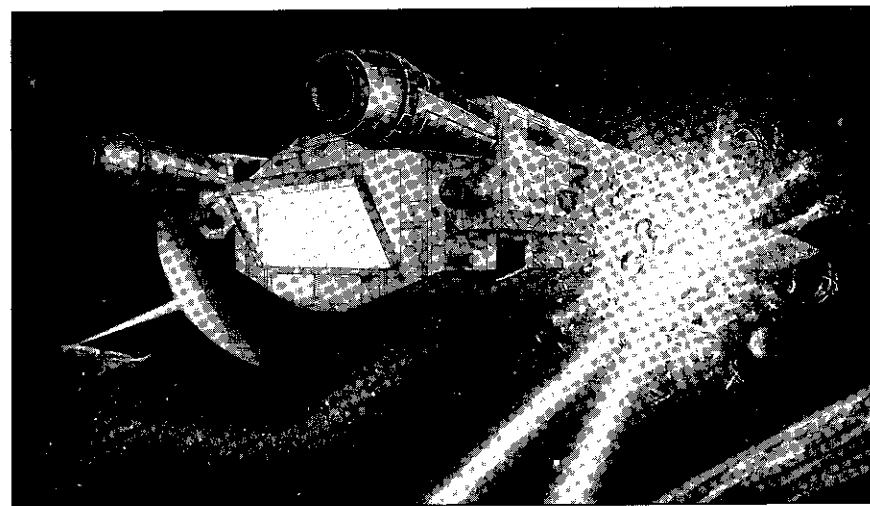
The ship that you are flying, aside from being a bastard hybrid, is actually a more complicated bird than anything we've ever flown before. You have mankind's first FTL drive (albeit a borrowed one), you have powerful means of defence and offense, you have remote sensing devices that work like magic, and you have advanced automation systems that enable a small crew to handle all of the above and more. With all that in mind, I want to remind you to also keep in mind that you are taking baby steps. There are ancient and

powerful species of thinking beings in the galaxy, whose best efforts we won't be able to match for thousands of years. However, the galaxy is a big playground, with room for a lot of kids, including mankind, if we can just pull off this stunt.

It seems from what we can understand of the ET's documents, you can run into just about anything in the depths of space. There are ships that will befriend you and trade with you; ships that will fire at you for no better reason than the cussedness of the creatures flying them, and ships that will ignore your very existence. You can find wrecks and space junk floating between worlds too. There may even be 'cops' keeping the peace in one or two little sections of this spiral arm.

If we were all powerful and had no conscience, a simple-minded strategy of blasting everything in sight would be the easiest and safest course to follow. But this is no arcade game. This is real life. If you tried anything like that I'm pretty sure the galactic SWAT team would move in and finish you off in short order. On the other hand, there are hungry sharks prowling the space lanes, and I'm afraid pacifists get swallowed up too.

The tactical advice I'll give you is to try the tit-for-tat method. Give everyone the benefit of a doubt at your first meeting... screens up, weapons hot, but ready to befriend if they want to be. Will this be the best strategy all the time? Of course not. Nothing works all the time. But you're the best we've got, so we trust you to use your judgement and do the best that can be done.



Alien Contact

To: Captain of the UNFA Exploration Vessel Ulysses
From: Mason Polk - Cmdr Moonbase
Re: Planetary Exploration and Alien Contact

As Captain of the Ulysses, it is your duty to protect the safety of those under your command, and to lead them in the successful completion of your ship's mission.

You are no doubt aware that due to the nature of your mission and the heavy responsibility that accompanies it, as stated in your Mission Orders, you are forbidden to leave your ship other than after a return to Moonbase. This is to insure that there is always someone on board to bring the ship and its cargo back, no matter what happens on a planet's surface. Furthermore, you are forbidden to put your ship at risk by landing on a planet's surface, for the same reason. Fortunately, we have acquired extraterrestrial technologies that will enable you to circumvent the difficulties arising from the seeming conflicts between your various orders.

The first new technology is matter beaming. We don't yet understand it, but tests show that we can use it. Its range is limited, but it can transmit matter (including living human beings) from an orbital altitude down to a planet's surface and back again.

Our researches into the alien documentation leads us to believe that most inhabited planets with interplanetary commerce have established 'beam down' stations marked by a beacon that your teletrans can detect and lock onto.

Once your crew members are on the ground, you and they should keep one thought foremost in your minds... **TAKE NOTHING FOR GRANTED.** Humans have never done anything like this before. It will probably not be like people from two different terrestrial cultures meeting for the first time. The alien people you meet may indeed have a great deal in common with us, but to assume that to be the case in advance could easily prove fatal. Be circumspect. Avoid drawing attention to yourselves. Talk to those you need to talk to to accomplish your mission, but don't stir up trouble.

Fortunately, a second ET technology will enable you to establish communication with minimal difficulty.



Please take time to review the 'scanner' that you've all been using and getting familiar with over the last couple of weeks...

(***AutoSec Note:** For a more detailed description of the S.S.C.L.U.'s operational description, please review the addenda by Major Gunkle on page 21).

...You should be able to understand and be understood, at least as far as the actual words that are spoken go, but be careful not to misinterpret the cultural context of what is being said. If an alien tells you he'd like to have you over for lunch, think twice before taking him up on it.



The third command enabling technology is actually a blend of human and ET science. As Captain, you will have at your disposal communication and surveillance devices of such power that you will be able to follow your crew members' every move, visually, on your main view screen. It will be as if you were hovering about twenty meters over them as they explore the planet's surface. You will be in constant voice communication with them, and with your superior vantage point, you will often find yourself in a position to advise them as to their best course of action.

The ethics of what you will be attempting to accomplish are complex. To save the Earth and the human species is an overriding moral imperative, from a human point of view at least. If necessary, do *whatever will accomplish the retrieval of the parts* to the "Centauri Drive". HOWEVER, many of us feel that the Golden Rule may in truth be universal, and that you will in many cases accomplish more with politeness than with firepower. When it comes down to the question of when to fight, our considered advice is to try the 'tough but fair' negotiation strategy or 'tit for tat' as Gen. Wade says This strategy should be as effective on the ground as it is in ship-to-ship meetings. If the other party initiates hostilities, however, then react immediately and decisively

Intelligence Reports

To: Captain of U.N.F.A. Exploration Vessel Ulysses
 From: Major Nagaraja Kirumaki-Moonbase Internal Security
 Re: ET database analysis aka "Space Rumors"

Due to the nature of the Event, virtually all of the documentation aboard the ETS was damaged to some extent. By correlating a bit of data found here with a snippet of information found there, we have been able to build up an intelligence analysis of sorts. One thing that we are quite certain of, however, from our own scientists' analyses, is that you will need to locate eight distinct components to enable us to rebuild the Centauri Drive.

The rest of this report has been prepared by sifting through all documentation of all types found aboard the derelict ETS. Since time was in critically short supply, and since we had no independent source for confirmation of any of the conclusions put forth herein, I cannot endorse the contents of this report with any high degree of confidence.

Some of the alien references that we worked from were clearly fictional, others were judged probably so. These works were useful in a way, as if we were trying to learn about the history of the United States of America's nineteenth century Civil War by reading *Gone With The Wind*. However, a better example of what we were working with might be; getting to know late Victorian England from the way it was depicted in *War of the Worlds*. There is just no way for us to be certain at this point how accurate scenarios developed from these sources are.

In addition to the works of fiction, there were incomplete charts and navigational documents for various sectors in space and for certain planets. There was even a scrambled portion of what could only have been an encyclopedia, but while it helped to fill in some gaps, its fragmentary nature tended to raise more questions than it answered.

Once again I urge you to view the report that I am presenting with some degree of skepticism. I can only hope that it turns out to be of at least some aid to you.

First, concerning Galactography: even though the ETs have a FTL drive, it is not an infinitely fast drive. It appears that galactic cultures

range from a few dozen to a few thousand stars in extent. This is out of the 'billions and billions' of stars in our galaxy alone. Many interstellar cultures 'overlap' each other in space, thus any given volume may be simultaneously 'in' several spheres of influence; thus you may encounter more than one type of ship at any given point in space. For navigational purposes, it seems that there is an interspecies convention to divide space into 'sectors'. Cultural boundaries may or may not coincide with sector boundaries, this point was not very clear. Since crossing sector boundaries may involve something like crossing a customs barrier, we advise you to restrict each of your forays to one sector at a time.

Sol and Earth, by coincidence, lie very close to where at least eight different sectors converge. We've reached some sketchy conclusions about what conditions likely prevail in each of these sectors, and we will cover them later in this report (As to the significance of this convergence, we can't tell at the moment, but have reason to believe that Earth may have been under some kind of "contact embargo". Fragments of data held in the ETS' computer banks seem to indicate that the experimenters had to acquire permission to enter the Sol system. The reasoning behind this was unfortunately withheld as was the identity of the person from whom permission had to be obtained).

Sadly, we must report that certain long held xenological theories are now known to be false. Advanced civilizations are NOT necessarily peaceful. Some are, some aren't, some are some of the time or only with some certain other species. All we can advise you is, whether in space or on the ground, keep your guard up and be prepared to defend yourselves or run away at all times.

On a brighter note, it seems that trade is widespread, and there are so many traders of so many species doing business, that you will probably not be too overly conspicuous on many of the planets you visit. You may be able to trade for many of the goods we need. We were unable to determine what the standard galactic medium of exchange is (if any), nor are we able to shed much light on what trade goods would be well received. Use your judgement and experiment.

Here are the eight local sectors, listed by their apparent names, and what conditions you may find in each:

- **Sector Kornephoros** — Mining seems to be an important economic activity in this sector, and output seems to be booming. Several colonies in this region seem to be having problems with poor communications.
- **Sector Izar** — A coercive government, gang or individual is active in this sector, exerting power and influence by some kind of reign of terror. It is very possible that whoever is running this sector is responsible for the "contact embargo" on Earth.
- **Sector Caroli** — Data seems to indicate that this is a fairly "wild" sector that is still only sparsely populated. ETS records make mention of a zoo planet.
- **Sector Algiba** — There are several images stored in our banks that have been correlated to this area. It is fairly populated and has been known for violent geopolitics.
- **Sector Alhena** — Most of the star systems in this region are given "catalogue" numbers instead of names. This perhaps means that it is some kind of undeveloped space tract.
- **Sector Zaurak** — Virtually nothing known about this sector.
- **Sector Ankaq** — A very densely populated region of space. Technology levels are vastly variant. We speculate that this may be the extension of a larger government that operates beyond our map frontier.
- **Sector Alnasl** — Of the eight sectors, the inhabitants of the Alnasl Sector seem to have the most advanced technology, but it is doubtful if even they can provide you with all the components we need to rebuild the Centari Drive. ETS records indicate recent disturbances in that sector.

Finally, we have one bit of very low confidence information. It seems to indicate that the Event was no accident. It has been implied that someone or some group of people may have sabotaged the equipment that the experimenters were trying to use. Several suspect communiques were discovered in the ETS' black box that indicate covert communiques on a secured channel. And although we can translate alien texts, we don't have keys to their confidential codes. In this transmission there is one phrase that we discovered that seems to have some significance as it is repeated several times... /premi...

Please use this page to make notes on any new developments that the team may discover in relationship to alien cultures, ship modifications or other potentially useful information.



U.N.F.R.

SECTORS



Code Name:	Planet's Edge™
Mission Objective: Retrieve All Elements To Reconstruct Object 3279	
 <p>U.N.F.A.</p>	<p>Compiled By: Major William R. Dean & Elizabeth Swanson, UNFA</p> <p>Revision Date: August 12, 2045 0800 U.S.MT (Standard Lunar Base Time)</p> <p>Notes: Based on test observations with the <i>Ulysses</i>™ new scanner, this information represents all known active systems within 100 l.y. of Sol System. Unrepresented solar systems are assumed at this time to be uninhabited.</p> <p>Authorization UNFA: <i>Mason Polk</i></p>